



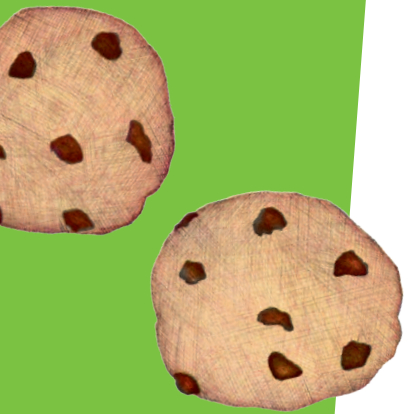
Main
Street
Theater



IF YOU GIVE A MOUSE A COOKIE



THEATER FOR ^{all}
 YOUTH
STUDY GUIDE



JUST ONE LITTLE COOKIE....

A young boy is looking forward to a quiet afternoon at home with his favorite comic book and a bag of cookies, but when a hungry little mouse shows up and asks for just one cookie, his day takes an unexpected turn! One small request leads to another, and another, and another!

As the boy tries to help the mouse with his requests, the kitchen becomes messier and messier and his plans for a relaxing afternoon disappear. Filled with hilarious mishaps, larger than life props, and one request after another, *If You Give a Mouse a Cookie* shows what can happen when one simple act of kindness sets an entire adventure in motion.

Now it's your turn to step inside the kitchen and see if you can survive a very busy afternoon with a mouse who just might ask for one more thing!

THE ACTORS LOVE TO RECEIVE FAN MAIL FROM THE CHILDREN!

(send to)

Main Street Theater // Attn: School Bookings
3400 Main Street, Suite 283, Houston, TX 77002

GUIDE CREDITS

Vivienne St. John, Theater for Youth Artistic Director
Jenn Wigle, Guide Creator
Melanie O'Neill, Graphic Designer





AUTHOR

LAURA NUMEROFF

Laura Numeroff is the children's author behind *If You Give a Mouse a Cookie* and many other popular picture books. Born in Brooklyn, New York, she loved drawing and writing stories from a young age. After studying art and design, she began creating books for children and went on to write stories filled with humor, imagination, and unforgettable characters.

If You Give a Mouse a Cookie, one of her best known books, began with a simple idea about what might happen if a mouse asked for just one cookie. That one book inspired an entire series of books. Through her stories, Laura Numeroff has helped generations of children discover the fun and magic that can begin with just one small idea.



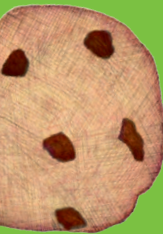
ABOUT THE SHOW

Length: Approximately 75 MINUTES including a short talk back with the actors

Audio Description is available at all school performances with advance notice. Using a single earpiece connected to an infrared headset, patrons who are blind or have low vision can listen to trained audio describers give live, verbal descriptions of actions, costumes, scenery, and other visual elements of a performance.

The theater is equipped with Listening Technologies to help patrons who require additional audio support in performances. Patrons can request use of an assisted hearing device.

Illustration by **Felicia Bond**



CAST OF CHARACTERS



THE BOY

A ten year old boy who is looking forward to spending a quiet afternoon at home reading his favorite comic book and eating cookies. His peaceful plans quickly disappear when he meets a very energetic mouse!



THE MOUSE

A friendly, talkative, and curious little mouse who is always thinking of the next thing he needs. One request leads to another, and before long, he has turned the boy's quiet afternoon into one hilarious adventure.



Illustration by **Felicia Bond**
Icons via **flaticon.com**

KEEPING UP WITH THE MOUSE

The Boy is hoping for a quiet afternoon,
but the Mouse has a lot of requests!

1. The Boy has 5 cookies. The Mouse eats 1 cookie. How many cookies are left?

2. The Mouse finds 3 crayons. The Boy gives him 2 more crayons. How many crayons does the Mouse have?

3. The Mouse draws 4 pictures. He draws 2 more pictures. How many pictures did he draw altogether?

4. The Boy puts out 6 napkins. The Mouse uses 1 napkin. How many napkins are left?

5. There are 2 cookies on one plate and 3 cookies on another plate. How many cookies are there altogether?



Illustration by **Felicia Bond**



MOUSE'S MANY REQUESTS

The Mouse asks for many different things throughout the play. Look at each item below and decide which category it belongs in. Write each item in the correct box. Then count the items in each category and use your answers to complete the graph.

ITEMS TO SORT

cookie • milk • straw • napkin • mirror • scissors • crayons
paper • broom • blanket • pencil • glass

THINGS TO EAT OR DRINK	THINGS TO CLEAN WITH
THINGS FOR DRAWING OR CREATING	OTHER USEFUL THINGS

How many items are in each category?

Things to eat or drink: _____

Things to clean with: _____

Things for drawing or creating: _____

Other useful things: _____

Questions

1. Which category has the most items? _____

2. Which category has the fewest items? _____

3. How many items are there altogether? _____

4. How many more items are in the largest category than in the smallest category?





A LITTLE COOKIE HISTORY

The Mouse's adventure all begins with a cookie, but where did cookies come from? Let's travel back in time to learn about the history of cookies!

Where did cookies first come from?

What is that country called today?

What are 3 ingredients that can be used to make cookies?

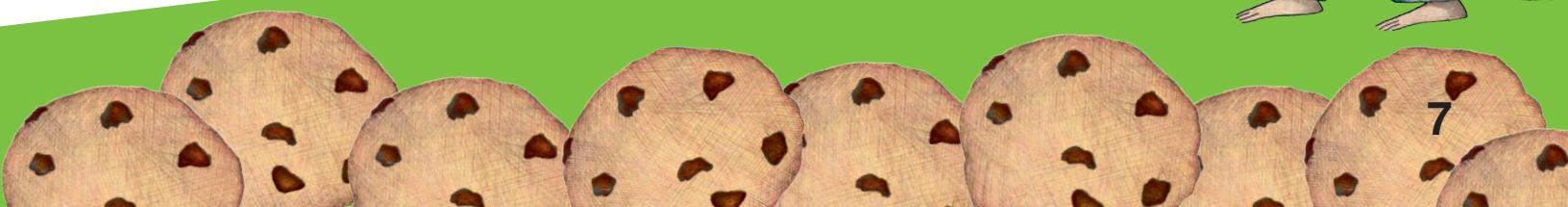
What kind of oven did people use before electric and gas ovens?

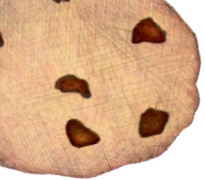
How did people mix ingredients before electric mixers were invented?

Name one tool people use to bake cookies today.

Would you rather bake cookies long ago or today? Why?

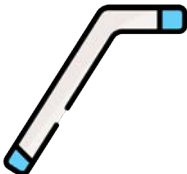
Illustration by **Felicia Bond**





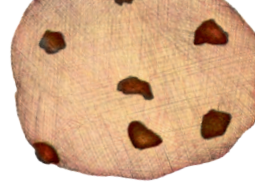
MOUSE'S MIXED UP WORDS

Unscramble the words from *If You Give a Mouse a Cookie*.
Oh no! The Mouse has mixed up all the letters in these words.
Can you put the letters back in the correct order?

KILM ANSWER _____		OCOKIE ANSWER _____	
WARTS ANSWER _____		NPAKIN ANSWER _____	
RIRORM ANSWER _____		SSCSIROS ANSWER _____	
SYRANCO ANSWER _____		PERAP ANSWER _____	
CPINEL ANSWER _____		MOROB ANSWER _____	



A DAY TO REMEMBER

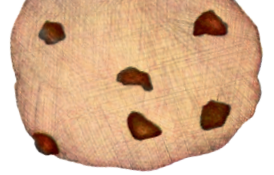


Imagine you are the Boy or the Mouse. Choose one character and write a diary entry about the day you had together. What happened? How did you feel? What was your favorite part of the day? What would you want to remember?



Dear diary,

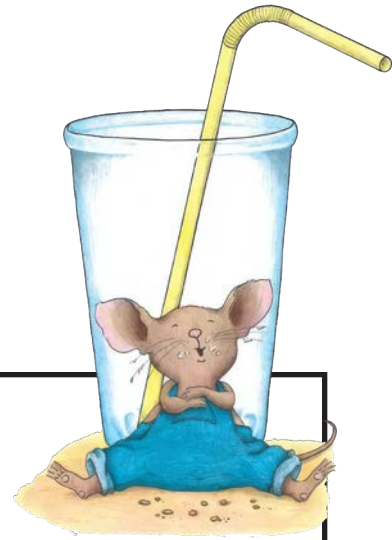
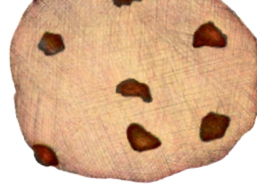
WHAT HAPPENS NEXT?



The Mouse asks for a cookie, and before long, one request leads to another and another! Now it is your turn to continue the story. Imagine you give the Mouse one more thing. What happens next? Draw a picture of what happens and write about it below

A large, empty rectangular box with a black border, intended for a drawing. It occupies the upper half of the page below the text.A series of seven horizontal lines for writing, located below the drawing box and above the footer.

MOUSE'S FIVE SENSES



Use your five senses to think about the Mouse's adventure.
We use our five senses to learn about the world around us.
The five senses are sight, hearing, smell, taste, and touch.

What did the Mouse see that day?

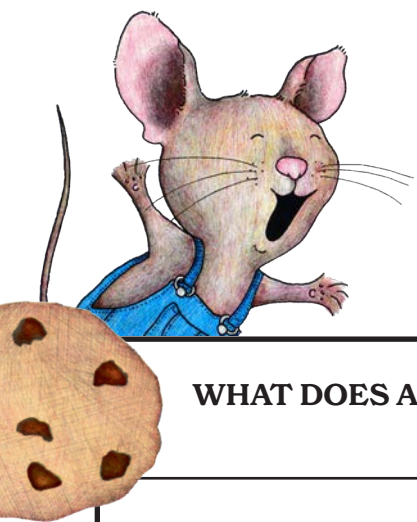
What did the Mouse hear that day?

What did the Mouse smell that day?

What did the Mouse taste that day?

What did the Mouse touch that day?





WHAT DOES A MOUSE NEED?

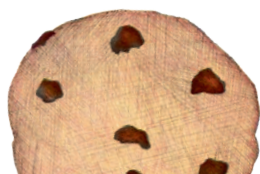
The Mouse in the story has many wants, but real mice have basic needs too! Living things need certain things to live and grow. Let's think like scientists and discover what a real mouse needs.

WHAT DOES A REAL MOUSE EAT? 	WHERE COULD A MOUSE FIND WATER?
WHERE COULD A MOUSE FIND SHELTER? 	WHY DOES A MOUSE NEED SPACE TO MOVE?

Circle the things below that are living and put an X on things that are nonliving.

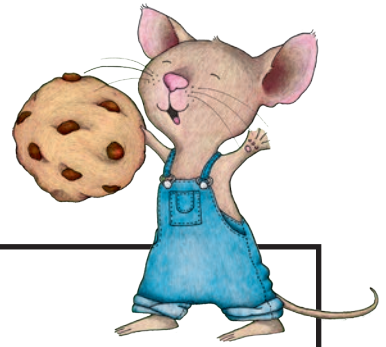
MOUSE	TREE	COOKIE	FLOWER
ROCK	BIRD	WATER	PENCIL

Imagine you are creating a safe home for a real mouse. Use materials you can find at home, outside, or at school to build a home for your mouse. You can use things like twigs, leaves, cardboard, paper, small boxes, popsicle sticks, grass, or any other materials you can find. Be creative and think about what would make a mouse feel right at home.





STORY ANALYSIS



PROBLEM

What was the main problem in *If You Give a Mouse a Cookie*?

SOLUTION

How did the problem get solved?

CHARACTERS

Who are the main characters in the play?

EVENTS

Look at the events below. Draw a line from each event to the correct place in the story: first, middle, or last.

The Mouse makes a big mess.

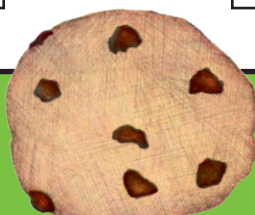
The Mouse asks for a cookie to go with his milk.

The Boy gives the Mouse a cookie.

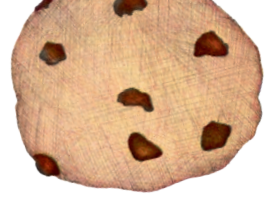
FIRST

MIDDLE

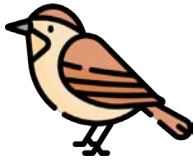
LAST



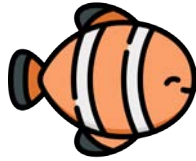
ANIMAL TRAITS



Circle an animal below. Then circle the traits that match the animal that you chose.



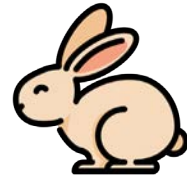
BIRD



FISH



FROG



RABBIT

WHAT TRAITS DOES YOUR ANIMAL HAVE?

Fur

Sharp teeth

Whiskers

Feathers

Webbed feet

Beak

Wings

Sticky tongue

Scales

Fins

Strong legs

Claws

WHAT DOES YOUR ANIMAL EAT?

Plants

Vegetables

Fruit

Fish

Insects

Algae

HOW DOES YOUR ANIMAL MOVE?

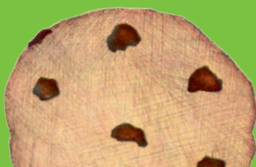
Fly

Run

Swim

Climb

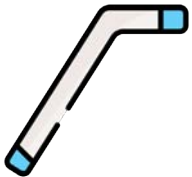
Hop



MEMORY GAME



Cut out the cards and mix them up. Place them face down. Take turns choosing two cards. If the word matches the picture, you get to keep the pair. Keep playing until all the cards are matched. The player with the most pairs at the end wins!

	MOUSE		MIRROR
	COOKIE		SCISSORS
	MILK		BROOM
	STRAW		CRAYONS
	NAPKIN		PENCIL

MOUSE'S WORD SEARCH

The Mouse has been busy, and now some words from his adventure are hiding in the puzzle! Can you find all 16 words?

W	T	H	I	W	G	V	U	A	Y	W	E	W	C	P
G	R	P	S	C	W	C	B	Z	D	V	P	A	D	M
C	F	A	U	R	S	I	R	P	X	I	Y	I	Y	O
L	V	P	A	A	V	H	N	C	O	O	K	I	E	U
E	M	E	A	Y	C	O	B	O	O	K	Z	M	T	S
A	I	R	M	O	C	M	T	C	A	T	R	D	V	E
N	R	F	I	N	J	E	N	F	D	R	A	W	Q	I
L	R	H	L	S	R	M	D	F	B	M	S	C	P	R
Q	O	E	K	U	G	B	Q	P	R	K	C	U	E	D
Z	R	I	G	B	Q	R	K	E	R	V	I	B	N	F
B	Q	Q	U	C	Q	O	V	G	K	D	S	C	C	R
Z	S	T	R	A	W	O	D	J	C	U	S	K	I	I
U	B	A	T	X	B	M	N	F	Q	F	O	X	L	E
L	R	H	N	A	P	K	I	N	S	F	R	V	J	N
Q	E	T	W	L	Q	T	Q	M	V	V	S	R	P	D

SCISSORS	CRAYONS	COOKIE	MILK
NAPKIN	PENCIL	MIRROR	BOOK
MOUSE	STRAW	FRIEND	BROOM
DRAW	PAPER	HOME	

THE MOUSE'S COOKIE MAZE



The Mouse is ready for another adventure, but he needs your help! Guide him through the maze as he makes his way to his cookie. Be careful not to run into any obstacles along the way. Can you help the Mouse find his way?

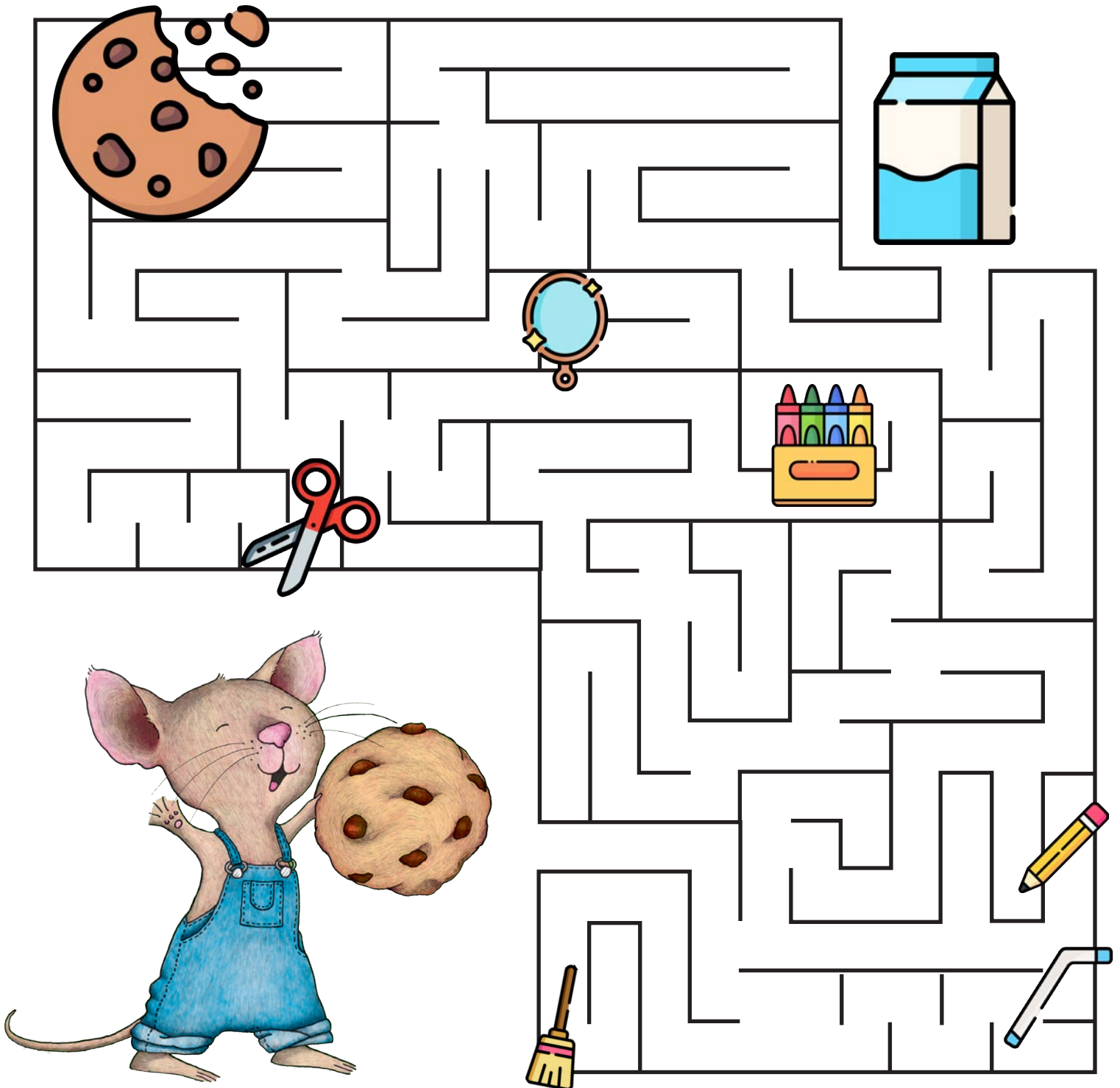


Illustration by **Felicia Bond**
Icons via **flaticon.com**



CHOCOLATE CHIP COOKIES

INGREDIENTS

- 2 1/4 cups all-purpose flour
- 1 teaspoon baking soda
- 1 teaspoon salt
- 1 cup (2 sticks) butter, softened
- 3/4 cup granulated sugar
- 3/4 cup packed brown sugar
- 1 teaspoon vanilla extract
- 2 large eggs
- 2 cups (12-oz. pkg.) Semi-Sweet Chocolate Morsels
- 1 cup chopped nuts (if omitting, add 1-2 tablespoons of all-purpose flour)

DIRECTIONS

STEP 1

Preheat oven to 375° F.

STEP 2

Combine flour, baking soda and salt in small bowl. Beat butter, granulated sugar, brown sugar and vanilla extract in large mixer bowl until creamy. Add eggs, one at a time, beating well after each addition. Gradually beat in flour mixture. Stir in morsels and nuts. Drop by rounded tablespoon onto ungreased baking sheets.

STEP 3

Bake for 9 to 11 minutes or until golden brown. Cool on baking sheets for 2 minutes; remove to wire racks to cool completely.





ANSWER KEY

MOUSE'S MIXED UP WORDS PG.8

KILM
MILK

WARTS
STRAW

RIRORM
MIRROR

SYRANCO
CRAYONS

CPINEL
PENCIL

OCOKIE
COOKIE

NPAKIN
NAPKIN

SSCSIROS
SCISSORS

PERAP
PAPER

MOROB
BROOM

MOUSE'S WORD SEARCH PG.16

W	T	H	I	W	G	V	U	A	Y	W	E	W	C	P
G	R	P	S	C	W	C	B	Z	D	V	P	A	D	M
C	F	A	U	R	S	I	R	P	X	I	Y	I	Y	O
L	V	P	A	A	V	H	N	C	O	O	K	I	E	U
E	M	E	A	Y	C	O	B	O	O	K	Z	M	T	S
A	I	R	M	O	C	M	T	C	A	T	R	D	V	E
N	R	F	I	N	J	E	N	F	D	R	A	W	Q	I
L	R	H	L	S	R	M	D	F	B	M	S	C	P	R
Q	O	E	K	U	G	B	Q	P	R	K	C	U	E	D
Z	R	I	G	B	Q	R	K	E	R	V	I	B	N	F
B	Q	Q	U	C	Q	O	V	G	K	D	S	C	C	R
Z	S	T	R	A	W	O	D	J	C	U	S	K	I	I
U	B	A	T	X	B	M	N	F	Q	F	O	X	L	E
L	R	H	N	A	P	K	I	N	S	F	R	V	J	N
Q	E	T	W	L	Q	T	Q	M	V	V	S	R	P	D

THE MOUSE'S COOKIE MAZE PG.17

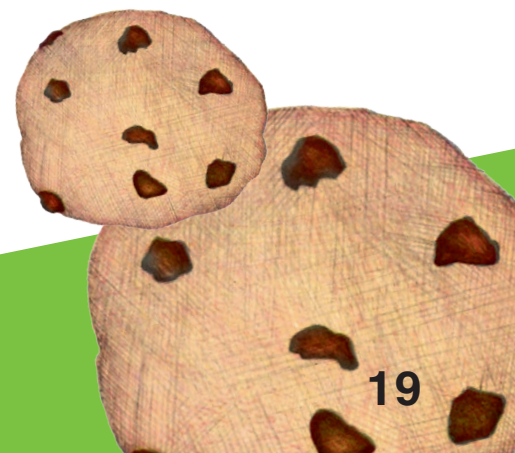
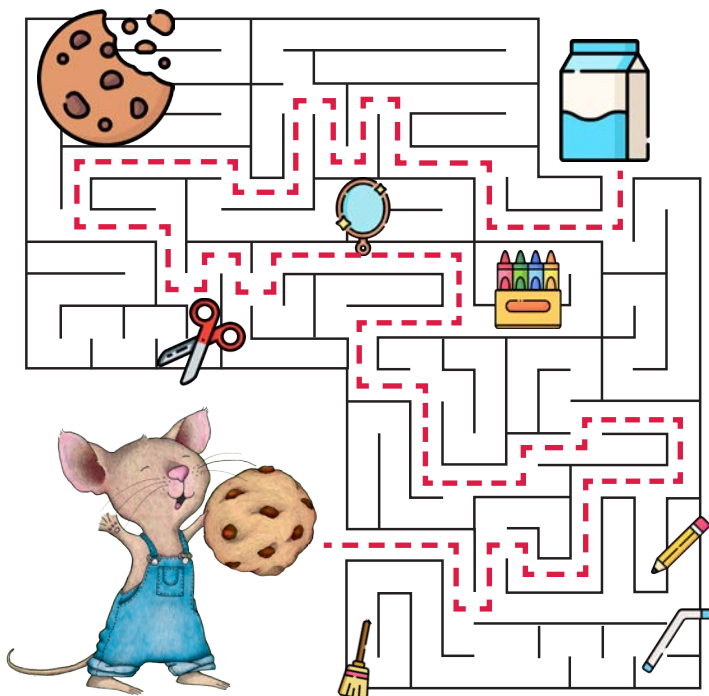


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